

## *Instructional Manual*

Thank you for purchasing *Ys: Memories of Celceta*. Please read this manual carefully before playing, to ensure you have the best possible experience with the game.

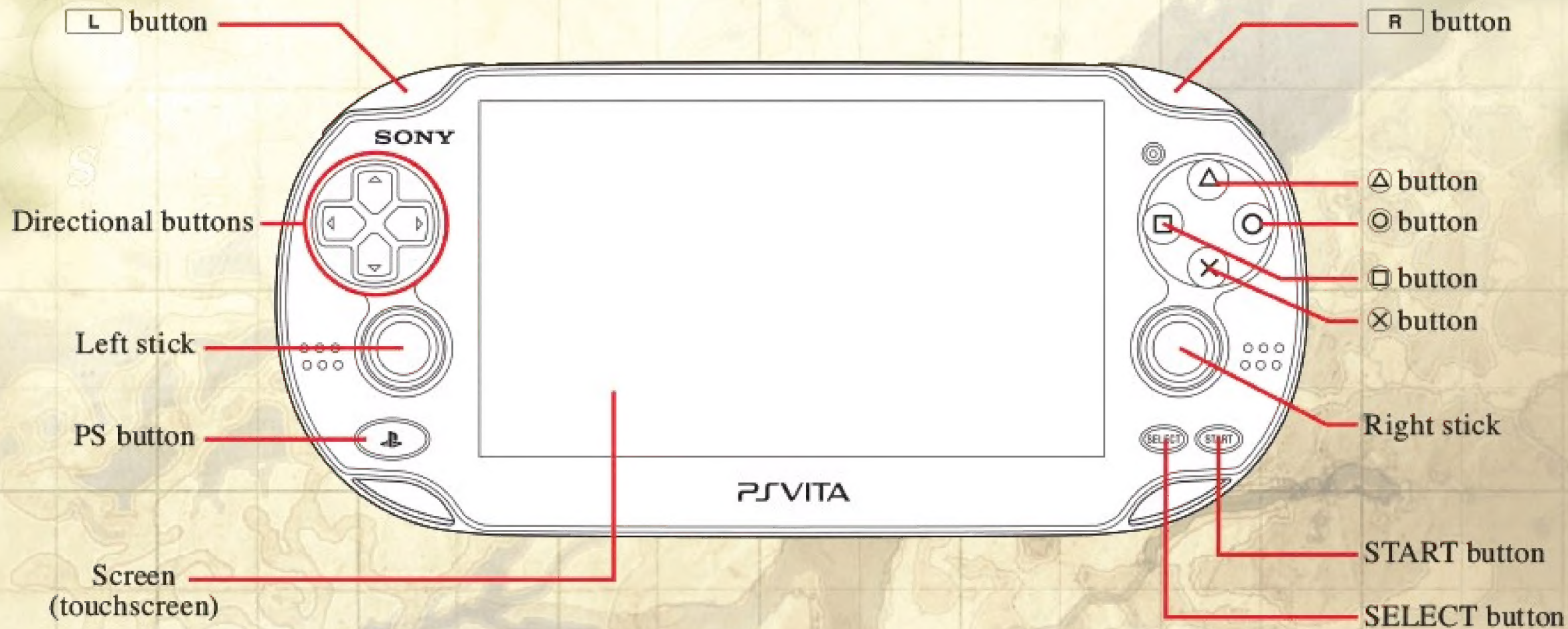
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This software uses modified versions of fonts owned by Fontworks, retooled to match the stylistic appearance of the game.









Controls – left stick and buttons	
Directional buttons/Left stick	Move active character or select option
⊗ button	Dodge, select option or advance to the next dialogue box
⊙ button	Switch active character, cancel, go back one menu or hold to speed up cutscenes
⊠ button	Attack, examine an object or speak to another character
△ button	Guard
R button:	Hold and press ⊗, ⊙, ⊠ or △ to use skill assigned to that slot
L button:	Use EXTRA skill (when EXTRA meter is fully charged)
START button:	Open Camp Menu
SELECT button:	Open Map of Celceta



Controls – touchscreen	
Touch enemy	View enemy's stats
Touch Camp Menu icon	Open Camp Menu
Touch item icon	Open Item subsection of Camp Menu
Touch mini-map	Expand mini-map for more detailed viewing
Pinch in/Pinch out	Adjust camera zoom

Controls – rear touch pad	
Pinch out	Tell allies to attack enemies full force
Pinch in	Tell allies to focus on evasion



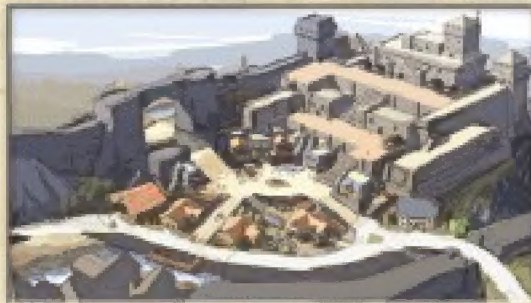
## The Great Forest of Celceta

A massive expanse of woodland for which no map exists, located in the northeastern regions of Ispani. Filled with ferocious beasts and other hazards, few dare set foot within, and even fewer return alive to tell the tale. Though it is technically Romun territory, even the Romun Army hesitates to journey inside. However, with an ongoing war against the Principality of Altago reaching its apex, and rumors of gold veins extending throughout the region, that may not be the case for much longer.



## The Romun Empire

The empire which rules most of the continent of Europe through its overwhelming military might, with the city of Romn at its center. Seeking to expand its territory ever farther, it is currently engaged in conflict with the Principality of Altago — though the war effort is mired in a stalemate. Recently, it has been seeking to expand its power and influence beyond mere territorial ownership, researching ancient technology as a means of strengthening its dominance.



## Casnan

Casnan is a Romun province located in eastern Ispani. While its people initially resisted coming under Romun control, they were forced to surrender several years prior to the start of this tale. Administered by a string of Governor Generals sent from Romn, and not permitted autonomy or diplomatic rights, Casnan's inhabitants feel significant resentment toward their oppressors — a sentiment which seems to increase with each successive Governor General.



## The Kingdom of Celceta

Several residents of the forest recount old legends of an ancient kingdom that once stretched to all corners of Celceta. Remnants of this kingdom can still be found in ruins scattered across the land, including statues of a winged god. What happened to this kingdom, however, remains a mystery. Some say it sank into the sea of trees overnight, many centuries ago...



### Comodo

A small village built around (and on) a large tree located in the Great Forest. Despite the harsh woodland environment, the villagers of Comodo live in relative peace, subsisting largely on food collected through hunting and foraging, gathering only as much as they actually need to survive. They have a unique custom of hanging masks on the walls of their homes to ward off evil.







### Selray

Another small village built atop a large river that runs through the Great Forest, using the rapids as a form of natural defense against the ferocious beasts that dwell nearby. Most of Selray's food comes from fishing, which is only possible thanks to the sacred creatures known as "Spardas."



### Spardas

Dragon-like creatures that have been roaming these lands for centuries, with bodies adaptable both to land and to water as well as affable dispositions that make them relatively easy to tame. The Spardas have become an important part of life for the residents of Selray, allowing for bountiful fishing even in the river's turbulent waters. As a result, these amenable creatures have come to be thought of as "holy beasts," and are protected and cared for by Selray's young tribal chief, Ozma.

### The Primeval Lands

The western side of the Great Forest, across the river, is regarded by most residents of Celceta merely as the "Primeval Lands." Because of the river's unusually strong rapids — strong enough that not even a Sparda can make it all the way across safely — no one has ever successfully managed to set foot within them, and a thick mist blocks any view of what may be found there...



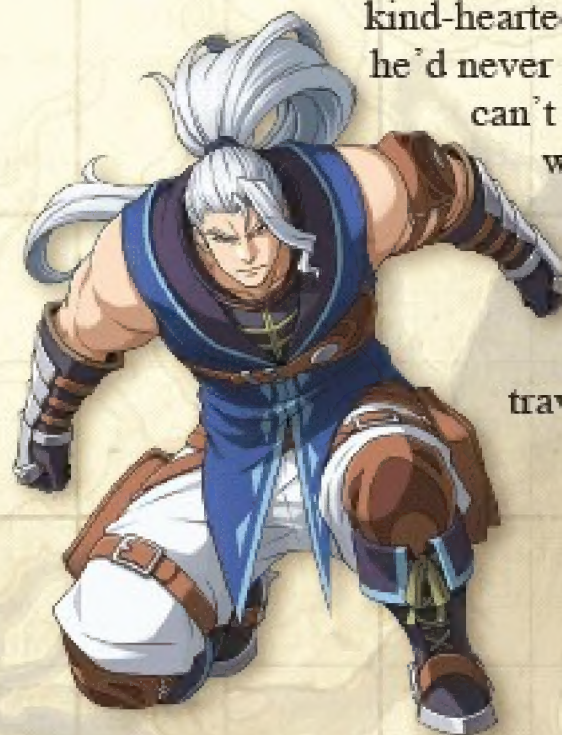
## Adol Christin

Adol is a young man brimming with curiosity who constantly seeks the thrill of discovery and the wonders of new lands. During the course of his life, he wrote hundreds of volumes of gripping travelogue which have sparked scholarly discussion and debate across the entire world. This particular tale begins with him losing his memories and embarking on a quest into the Great Forest of Celceta (from which none have ever returned) in an attempt to get them back...



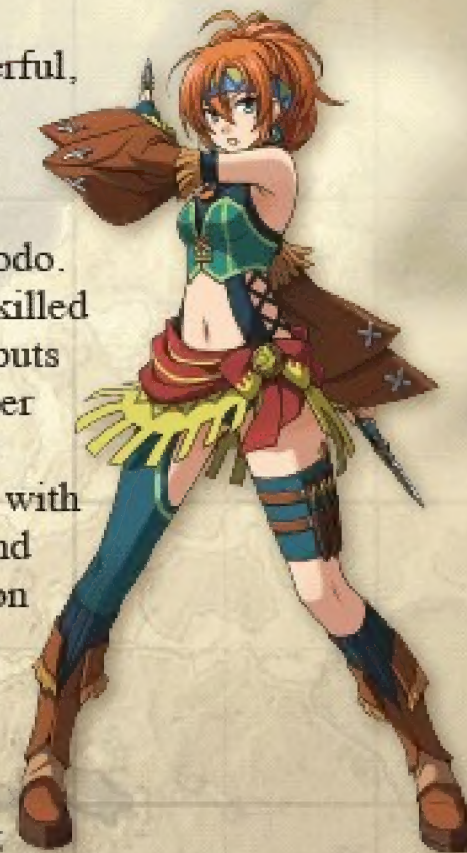
## Duren

Duren is an information dealer whom Adol encounters at a bar in Casnan. He claims to have met Adol before, though Adol obviously has no recollection of this. An extremely kind-hearted man (though he'd never admit it), Duren can't bring himself to walk away from someone in need, making him the ideal unwitting travel companion.



## Karna

Karna is a cheerful, honest young girl who lives in the treetop village of Comodo. An extremely skilled huntress, she puts most of the other hunters in the village to shame with her accuracy and skill. Her weapon of choice is the throwing knife, though she has an unfortunate habit of throwing first and asking questions later...







## Ozma

A resident of the village of Selray and the sole remaining member of the tribe which cares for the sacred beasts known as Spardas. Despite his young age, he acts as the village's leader and has managed to uphold its peaceful ways for as long as he's been in charge. He is reliable and well-respected, but may act with uncharacteristic acrimony if anyone dear to him is insulted in any way.

## Calilica

Calilica is an energetic, curious young girl who is mature beyond her years in many regards. She harbors something of a complex about her age and youthful appearance, and is constantly seeking to be recognized as an adult by those around her. She looks up to Leeza as an older sister, and will hold back at nothing if she can be of assistance to her.



## Frieda

An intelligent and slightly mysterious warrior from the village of Danan, Frieda fights using a halberd and is usually accompanied by her homunculus partner, Nina. She has a pleasant disposition and projects an air of wisdom, but also comes across as deeply mysterious.





## Leeza

Leeza is a polite, well-mannered young girl who lives in Highland.

She's kind-hearted and considerate to those around her, but nonetheless has a strong sense of determination and duty, and will occasionally act rashly to protect the people she holds dear.



## Eldeel

Eldeel lives alone in a tower near the town of Highland. It seems that Adol had previously met him before losing his memories, but the circumstances through which they met and the details of what they discussed are now known only to Eldeel himself.



## Gruda

A soldier sent to Celceta to unify the Romun and Celcetan armies and offer support to Governor General Griselda. He acts pleasantly toward Adol, but his true motivations and background are shrouded in mystery, even to Casnan's finest information dealers.





## *Bami*

A magician whom Adol encounters while exploring the Great Forest, Bami appears to be an ally to Gadis. Just what it is the two of them are doing in the forest, however, and what they seek to achieve is information with which neither will soon part.



## *Gadis*

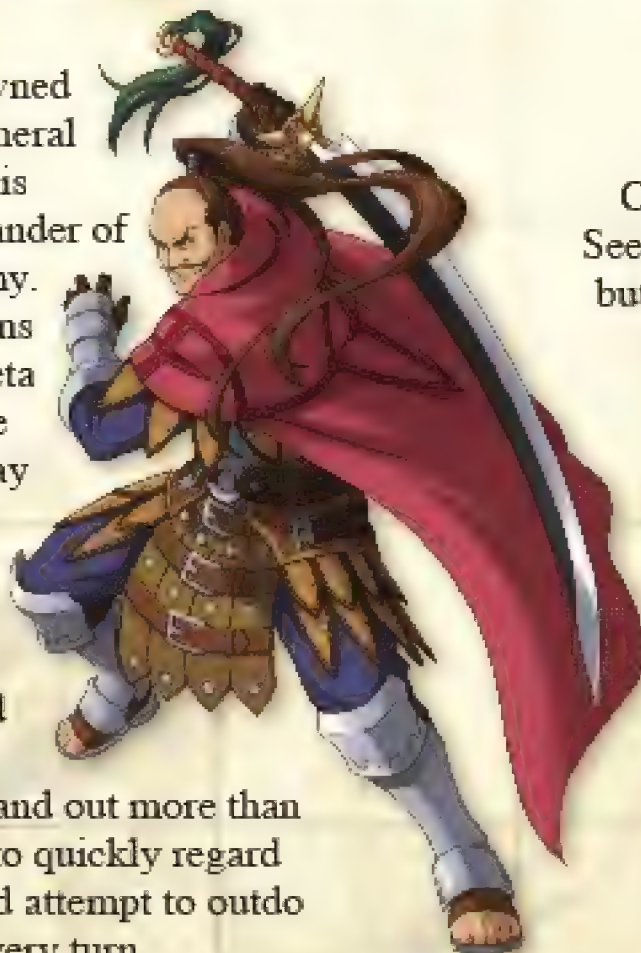
Gadis is a burly man whom Adol encounters while exploring the Great Forest. Calling himself a “Beast Tamer,” he is vulgar and aggressive, using the beasts he’s tamed to do his bidding and slaughter all who stand in his way.





## Leo

Formerly a renowned and decorated general in Romn, Leo is currently Commander of the Celcetan Army. Though his reasons for being in Celceta are unknown, he dreams of one day returning to his homeland in a blaze of glory. As a result of his extremely proud personality, he loathes all who stand out more than he, leading him to quickly regard Adol as a rival and attempt to outdo him at every turn.



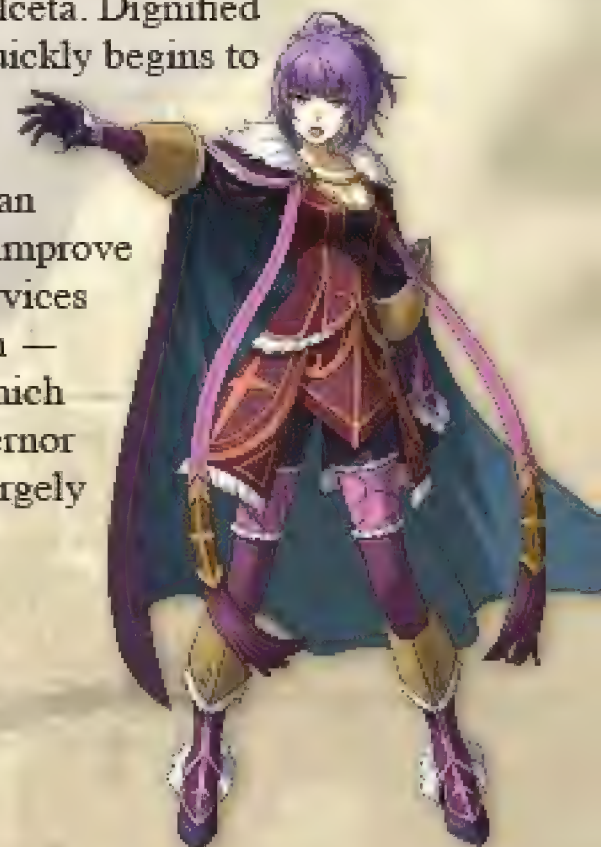
## Sancho & Panza

Commander Leo's subordinates. Seemingly not very capable soldiers, but they do remain loyal despite all they're forced to put up with.



## Griselda

Griselda is the current Governor General of Celceta. Dignified and kind, she quickly begins to win popularity among the people of Casnan by working to improve the public services of the region — something which previous Governor Generals had largely neglected.





For more information on this game,  
please visit

**[www.xseedgames.com](http://www.xseedgames.com)**  
**[www.marvelous-usa.com](http://www.marvelous-usa.com)**



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## **WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**



## **WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

### **USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE**

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.



**Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.**

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.





**Do not use or store the game card in the following locations or under the following conditions:**

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

**The data on the game card may be lost or corrupted in the following situations:**

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.





**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
  - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.





- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



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